47 Blessed Hunter

LEVEL 11 | AC 23 | DEF 21 | SPEED 6 | HP 90

ATTACK ACTIONS

Claws: +14 vs AC; 20 Damage

Raking Claws: (Usable on charge) Make 2 attacks.

ABILITIES

Magical Beast • Primal

SPECIAL POWERS

Powerful Charge 5: +5 Damage on charge.

In the Blessed Fields of Elysium, prides of celestial dire lions prey upon the unworthy.

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30 Celestial Giant Owl

LEVEL 9 | AC 25 | DEF 21 | SPEED F6 | HP 60

ATTACK ACTIONS

Claws: +16 vs AC; 15 Damage

Talon Strike: +16 vs AC; 25 Damage

ABILITIES

Magical Beast • Primal

Flight

Elves know celestial giant owls as "wise hunters," and none who see them in action can dispute that name.

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29 Cormyrean War Wizard

LEVEL 8 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Staff: +15 vs AC; 15 lightning Damage

Lightning Bolt: (line 10) +13 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

Ray of Frost: (range 10) +13 vs DEF (Fort); 10 cold Damage AND Slowed

Scorching Burst: (radius 1 within 10) +13 vs DEF (Ref); 15 fire Damage

ABILITIES

Human • Arcane

SPECIAL POWERS

Phalanx Spellcasting: +5 , , and Damage while adjacent to an Arcane ally.

Slide: Replaces attack action: 1 creature within 5 squares slides 1 square.

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7 Devotee of the Silver Flame

LEVEL 3 | AC 20 | DEF 16 | SPEED 5 | HP 30

ATTACK ACTIONS

Longsword: +10 vs AC; 10 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Supernatural Bane: +4 Attack and +10 Damage against Shapeshifter targets.

"The Silver Flame lights my way through all darkness."

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25 Knight of the Chalice

LEVEL 7 | AC 23 | DEF 19 | SPEED 5 | HP 50

ATTACK ACTIONS

Scimitar: +14 vs AC; 15 Damage

Radiant Smite: +14 vs AC; 15 + 10 radiant Damage

ABILITIES

Good • Elf • Divine

SPECIAL POWERS

Demon Slayer 10: +10 Damage against Demon targets.

Lay on Hands 15: Use on this creature's turn; 1 adjacent ally heals 15 HP.

CHAMPION 1

- Use at any time. 1 ally has +2 Attack and +10 Damage against Demon creatures until end of round.
- Use at any time. 1 ally has +8 DEF (Will) until end of the current creature's turn.

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32 Pentifex Monolith

LEVEL 9 | AC 24 | DEF 21 | SPEED 5 | HP 60

ATTACK ACTIONS

Incarnate Longsword: +16 vs AC; 15 Damage

ABILITIES

Human • Incarnum

Ghost Touch: This creature's attacks ignore Insubstantial.

SPECIAL POWERS

Soulmelds: Use at start of this creature's turn. Choose any 1 of the following.

Airstep Sandals: This creature has Flight and Speed F6 until start of its next turn.

Crystal Helm: This creature has +3 AC until start of its next turn.

Armguards of Disruption: Adjacent Undead creatures take 10 Damage.

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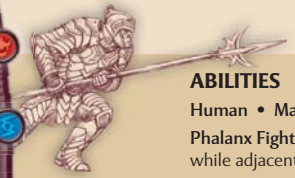
12 Phalanx Soldier

LEVEL 4 | AC 20 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Pike: +11 vs AC; 10 Damage



ABILITIES

Human • Martial

Phalanx Fighting: +2 AC while adjacent to an ally.

Reach 2

SPECIAL POWERS

Set Against Charge: Immediate, when a charging enemy moves into a square adjacent to this creature; that enemy takes 10 Damage.

Spear Wall 5: +5 Damage for each adjacent ally with Spear Wall.

Charging a line of phalanx soldiers is like jumping on a barbed devil's back.

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41 Shield Guardian

LEVEL 10 | AC 23 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Fist: +15 vs AC; 15 Damage

ABILITIES

Construct

Immune Poison

Guard: Adjacent allied champions have +2 AC.

Reach 2

SPECIAL POWERS

Protection Amulet: Use during setup. Choose 1 allied champion; until end of battle, whenever that champion would take damage, this creature and that champion each take half that amount instead.

Stored Spell: Replaces attack action: Use 1 attack action of an Arcane ally, as though this creature had that attack action, using an Attack value of +10 instead of its normal value. Choose the attack action during setup.

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91 Stone Giant Runecarver

LEVEL 16 | AC 29 | DEF 27 | SPEED 6 | HP 85

ATTACK ACTIONS

Thundering Warhammer: +23 vs AC; 15 + 10 thunder Damage

❑❑ **Shattering Boulder:** (radius 1 within sight) +21 vs DEF (Ref); 25 Damage

ABILITIES
Giant
Reach 2

SPECIAL POWERS

❑ **Symbol of Stunning:** Replaces attack action: Place a counter in an adjacent square. Until end of battle, an enemy that moves into or adjacent to a square with the counter on its turn, or that activates within one of those squares, triggers Stun. This power is triggered only once per creature's turn.

Stun: +12 vs DEF (Fort); 10 thunder Damage AND Stunned

59 Van Richten

LEVEL 12 | AC 26 | DEF 24 | SPEED 5 | HP 75

ATTACK ACTIONS

Warhammer: +17 vs AC; 20 Damage

❑❑ **Divine Light:** (range 10) Automatic hit; 10 radiant Damage AND Dazed

ABILITIES
Good • Human • Divine
Unique
Undead Bane: +2 Attack and +10 Damage against Undead targets.

SPECIAL POWERS

❑ **Close Wounds:** Immediate, when an ally within 6 squares would be reduced to 0 HP or fewer; that ally has 5 HP remaining instead.

❑ **Mass Cure Light Wounds:** Replaces attack action: This creature and each ally within 6 squares heal 15 HP.

CHAMPION 3 ❑❑❑

- Use when a Bloodied ally hits with an attack: +10 Damage to that attack.
- Use when an Undead creature attacks an ally. The attacker takes 10 Damage.

18 Vampire Hunter

LEVEL 6 | AC 20 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Axe: +11 vs AC; 10 Damage

Crossbow: (nearest) +12 vs AC; 15 Damage

ABILITIES
Human • Martial

SPECIAL POWERS

Undead Slayer 10: +10 Damage against Undead targets.

❑ **Wooden Stake:** Use before this creature attacks a Vampire target; if the attack damages the target, it is also Helpless (save ends).

"There are three ways to permanently destroy a vampire: sunlight, running water, or holy wafers placed inside its severed head. Did you remember your holy wafers?"

13 Air Mephit

LEVEL 4 | AC 18 | DEF 16 | SPEED F9 | HP 25

ATTACK ACTIONS

Wind Bash: +9 vs AC; 10 Damage AND push 1 square

❑ **Howling Breath:** (small cone) +7 vs DEF (Fort); 15 Damage AND push 1 square. RECHARGE when first Bloodied.

ABILITIES
Elemental • Air
Flight
Conceal 6

Air mephits are as capricious as the wind in a storm.

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40 Asura

LEVEL 9 | AC 22 | DEF 22 | SPEED F7 | HP 55

ATTACK ACTIONS

Flaming Sword: +14 vs AC; 15 fire Damage

Flaming Missiles: (sight) +12 vs DEF (Ref); 15 fire Damage

❑❑ **Burning Wind:** (burst 3) +13 vs DEF (Ref); 15 fire Damage, 5 fire on miss

ABILITIES
Good • Planar • Fire
Flight
Immune Confused
Resist 15 Fire

"The fires of righteousness burn away darkness and impurity. Will anything remain after you're touched by its flames?"

8 Changeling Rogue

LEVEL 3 | AC 19 | DEF 17 | SPEED 6 | HP 30

ATTACK ACTIONS

Rapier: +8 vs AC; 10 Damage

ABILITIES
Shapeshifter • Martial
Disguise Self: This creature is invisible until after it has used an attack action.

SPECIAL POWERS

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

A changeling can wear many faces, including those of your allies.

34 Cleric of Sune

LEVEL 8 | AC 21 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Mace: +11 vs AC; 15 radiant Damage

❑ **Turn Undead:** (burst 2, Undead only) +13 vs DEF (Will); 10 radiant Damage AND push 3 squares AND Immobilized

❑ **Suggestion:** (range 5) +9 vs DEF (Will); Confused (save ends)

ABILITIES
Human • Divine

SPECIAL POWERS

❑ **Cure Serious Wounds:** Replaces attack action: This creature or 1 adjacent ally heals 30 HP.

CHAMPION 2 ❑❑

- Use at start of round. All Humans (enemies and allies) have +2 Attack and +5 Damage until end of round.
- Use when an ally makes an attack. That attack's damage ignores all Resist abilities.

17 Dwarf Battlerager

LEVEL 6 | AC 18 | DEF 16 | SPEED 7 | HP 60

ATTACK ACTIONS

Mace: +9 vs AC; 20 Damage

ABILITIES
Dwarf • Primal
Dodge Giants: +4 AC against Giant creatures.

SPECIAL POWERS

Greater Battle Frenzy: +4 Attack and +10 Damage while Bloodied.

"Lemme at 'em! Lemme at 'em!"

15 Halfling Brawler

LEVEL 5 | AC 17 | DEF 21 | SPEED 6 | HP 40

ATTACK ACTIONS

Axe: +10 vs AC; 10 Damage

Throwing Axe: (range 5) 2 attacks against 1 target, +10 vs AC each; 10 Damage each

ABILITIES

Halfling • Martial

SPECIAL POWERS

Size Advantage: +5 Damage against Medium or larger targets.

"I'll soon cut you down to size!"

43 Large Astral Construct

LEVEL 11 | AC 21 | DEF 19 | SPEED 6 | HP 65

ATTACK ACTIONS

Bash: +14 vs AC; 15 Damage

Smashing Fists: +14 vs AC; 15 Damage AND Followup

Followup: +12 vs DEF (Fort): 10 Damage AND push 2 squares

ABILITIES

Construct • Psionic

Immune Poison

Reach 2

SPECIAL POWERS

Astral Construct Ability: Use during setup. Choose any 1 of the following: +4 Attack; +10 cold Damage; +10 fire Damage; +2 Speed and move 2 squares when shifting; +4 AC and +4 DEF; maximum HP 80 instead of 65.

50 Large Brass Dragon

LEVEL 11 | AC 26 | DEF 24 | SPEED F8 | HP 90

ATTACK ACTIONS

Fiery Bite: +18 vs AC; 10 + 10 fire Damage

Fiery Breath: (line 10) +14 vs DEF (Ref); 20 fire Damage. RECHARGE when first Bloodied.

Sleep Breath: (large cone, living targets only) +14 vs DEF (Fort); target Helpless until it takes damage (save ends)

ABILITIES

Good • Dragon

Flight

Resist 5 Fire

CHAMPION 2

- Use when an enemy misses with a attack. That enemy rerolls that attack against 1 of its allies of your choice within its Reach.
- Use before taking your first turn in a round. If this champion ends the round adjacent to an enemy champion, score +10 VP.

55 Lyrandar Skyfire Captain

LEVEL 12 | AC 25 | DEF 24 | SPEED 6 | HP 70

ATTACK ACTIONS

Rapier: +17 vs AC; 15 Damage

Longbow: (sight) +19 vs AC; 15 + 5 fire Damage

ABILITIES

Half-Elf

Prepared for Battle: Use after setup; this creature can use Augmentation once. Each use expends a use of the power as normal.

SPECIAL POWERS

Augmentation: Replaces attack action; targets self or adjacent ally; choose 1 of the following effects, which lasts until end of battle.

Fiery Weapon: +5 fire and Damage.

Cat's Grace: +2 AC and +2 Attack.

Energy Alteration: Choose a damage type: acid, cold, lightning, or fire. All damage of chosen type that creature deals becomes another type chosen from this list.

CHAMPION 3

- Use at end of your turn. Enemies lose Flight until end of opponent's turn.
- Use after an ally uses a or attack action that recharges. RECHARGE that attack action.

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46 Marid

LEVEL 11 | AC 23 | DEF 21 | SPEED 6 | HP 85

ATTACK ACTIONS

Trident: +14 vs AC; 20 Damage

Drown: (range 6) +12 vs DEF (Fort); Helpless (save ends)

ABILITIES

Elemental

+2 DEF (Fort)

Reach 2

SPECIAL POWERS

Fire Hunter: +10 Damage against targets with Immune Fire or Resist Fire.

Quench: Use at start of this creature's turn; this creature and 1 ally within 6 squares have Resist 10 Fire until end of this creature's next turn.

Like water, a marid can soothe or scour, quench or drown.

12 Pseudodragon

LEVEL 3 | AC 20 | DEF 18 | SPEED F7 | HP 25

ATTACK ACTIONS

Sting: +8 vs AC; 10 Damage AND Followup

Followup: +6 vs DEF (Fort); Helpless (save ends)

ABILITIES

Dragon

Flight

+4 DEF (Fort)

Hide

SPECIAL POWERS

Cohort: Use when this creature renders an enemy Helpless; choose 1 Arcane ally within 6 squares. RECHARGE 1 attack action or special power of that creature that recharges.

Pseudodragons seem playful and harmless—until their "game" is to put you to sleep in front of a hydra's lair.

17 Rat Swarm

LEVEL 5 | AC 20 | DEF 18 | SPEED 6 | HP 35

ATTACK ACTIONS

Bite: +10 vs AC; 10 Damage

ABILITIES

Beast • Swarm

Formless: Half damage from and attacks.

Rat Infestation: Can move through an enemy's space but must end its move in a legal position.

Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

Black Death: Replaces attack action: Adjacent creatures have -2 Attack (save ends).

A swarm of rats leaves a trail of disease-ridden bodies in its wake.

72 Stormrage Shambler

LEVEL 15 | AC 27 | DEF 25 | SPEED 6 | HP 105

ATTACK ACTIONS

Vines: +18 vs DEF (Fort); 25 Damage AND Immobilized

Vine Lash: 2 attacks, +18 vs AC each; 20 Damage each

ABILITIES

Plant

Immune Lightning, Poison, Stunned

Lightning Healing 10: This creature heals 10 HP each time an effect would deal lightning damage to it.

Reach 2

Storms can enrage shambling mounds, causing them to go on a lightning-fueled frenzy of destruction.

40 Virtuous Charger

LEVEL 10 | AC 25 | DEF 20 | SPEED 8 | HP 80

ATTACK ACTIONS

Longsword: +17 vs AC; 15 Damage

Horse and Rider: Make 1 attack. Then make a second attack, +15 vs AC; 10 Damage

ABILITIES

Good • Eladrin • Mounted

+4 DEF (Fort)

Immune Confused, Poison

Aura of Protection from Evil: This creature and adjacent creatures have +2 AC against Underdark and Evil creatures.

SPECIAL POWERS

❑ ❑ **Horn Touch:** Use at start of this creature's turn; end 1 ongoing damage effect on this creature or an adjacent ally.

Skirmish 10: +10 Damage if this creature moved at least 2 squares from where it started its turn before attacking.

9 Wild Elf Warsinger

LEVEL 3 | AC 16 | DEF 15 | SPEED 7 | HP 30

ATTACK ACTIONS

Falchion: +8 vs AC; 10 Damage

ABILITIES

Elf

SPECIAL POWERS

Aura of Fear: Adjacent enemies have -2 DEF (Will).

Dirge for the Unliving: Undead creatures within 6 squares take 5 Damage whenever this creature activates.

War Song: An ally that charges within sight of this creature deals +10 Damage on that charge.

Their howling song is your funeral dirge.

33 Wizard of Turmish

LEVEL 9 | AC 21 | DEF 19 | SPEED F7 | HP 45

ATTACK ACTIONS

Dagger: +11 vs AC; 5 Damage

❑ ❑ **Backbiter:** (range 5) +13 vs DEF (Will); target makes an immediate attack against itself

Burning Blood: (sight) Automatic hit; ongoing 5 fire Damage (save ends)

ABILITIES

Human • Arcane

Flight

SPECIAL POWERS

❑ **Anyspell:** Replaces attacks: Use 1 , or attack action of an adjacent Arcane ally, as though this creature had that attack action, using an Attack value of +13 instead of its normal value.

Cooperative Spellcasting: +1 Attack for each adjacent Arcane ally.

❑ **Devoted Familiar:** Immediate, when this creature takes damage that would destroy it; it takes no damage instead.

49 High Inquisitor

LEVEL 9 | AC 23 | DEF 21 | SPEED 6 | HP 75

ATTACK ACTIONS

Scimitar: +14 vs AC; 15 Damage

❑ ❑ **Inflict Serious Wounds:** +12 vs DEF (Ref); 20 necrotic Damage

❑ **Overbearing Presence:** (burst 1, enemies only) Automatic hit; Dazed

ABILITIES

Human • Divine

SPECIAL POWERS

❑ ❑ **Cure Light Wounds:** Use at start of this creature's turn. This creature or an adjacent ally heals 10 HP.

❑ **Inquisitor's Smite:** Use before making a attack; +10 Damage AND target is Dazed (save ends).

CHAMPION 3 ❑ ❑ ❑

- Use at start of round. Allies have +4 to saving throws until end of round.
- Use after this creature makes a d20 roll. Reroll.

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28 Large Ice Elemental

LEVEL 8 | AC 21 | DEF 20 | SPEED 6 | HP 70

ATTACK ACTIONS

Ice Claws: +13 vs AC; 15 cold Damage

Icy Thrash: 2 attacks, +13 vs AC each; 10 cold Damage each

ABILITIES

Elemental • Cold

Immune Cold; Vulnerable 10 Fire

Cold Healing 10: This creature heals 10 HP each time an effect would deal cold damage to it.

Reach 2

SPECIAL POWERS

Ice Spikes: An enemy that moves into a square adjacent to this creature, or that activates within one of those squares, takes 5 cold Damage.

They are as cold as death and as deadly as winter.

6 Bat Familiar

LEVEL 1 | AC 17 | DEF 15 | SPEED F7 | HP 5

ATTACK ACTIONS

Claws: +4 vs AC; 5 Damage

ABILITIES

Beast • Arcane

Flight

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Conceal 6. Evasion: Takes no damage from attacks that miss.

Shortened Reach: Can't make opportunity attacks.

SPECIAL POWERS

Bolster Arcane: Adjacent Arcane allies have Blindsight with a range of 5 squares.

Beware of spellcasters with bats as familiars.
It means they have regular need to be abroad at night.

64 Beholder Lich

LEVEL 14 | AC 26 | DEF 25 | SPEED F4 | HP 80

ATTACK ACTIONS

Bite: +16 vs AC; 10 Damage

Eye Rays: (range 10, any creature) 2 attacks; for each attack, roll 1d20 and use the indicated effect or one of a lower number; choose target after roll.

1-5: *Chill Touch:* +17 vs DEF (Ref); 5 cold Damage

6-10: *Inflict Wounds:* 1 Undead creature heals 10 HP OR +17 vs DEF (Fort); 10 necrotic Damage

11-14: *Vampiric Touch:* +17 vs DEF (Fort); 15 necrotic Damage AND this creature heals HP equal to damage dealt

15-18: *Bestow Curse:* +15 vs DEF (Will); -4 Attack and -4 DEF (save ends both)

19-20: *Lingering Death:* +14 vs DEF (Fort); 10 Damage AND ongoing 20 necrotic Damage (save ends)

ABILITIES

Evil • Aberrant • Undead

Flight

Immune Confused, Poison, Stunned

SPECIAL POWERS

❑ **Eye Ray Frenzy:** Make 4 attacks with Eye Rays instead of 2.

52 Blood Golem of Hextor

LEVEL 12 | AC 27 | DEF 24 | SPEED 4 | HP 65

ATTACK ACTIONS

Morningstar: +15 vs AC; 20 Damage

ABILITIES

Evil • Construct

Immune Confused, Poison, Stunned

Resist 5 All; Reach 2

Fountain of Blood: Scores criticals on attack rolls of natural 19+. Squares adjacent to this creature are treated as blood rock terrain.

SPECIAL POWERS

❑ ❑ **Feed 15:** Immediate, when first Bloodied or when this creature destroys a target; this creature heals 15 HP.

❑ **Whirlwind Attack:** Replaces turn: Make a attack against each enemy within Reach. RECHARGE when an enemy within 5 squares becomes Bloodied.

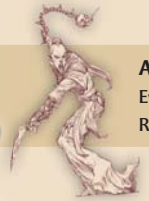
Blood fuels them and blood makes them strong.

26 Blood of Vol Divinity Seeker

LEVEL 8 | AC 23 | DEF 20 | SPEED 7 | HP 55

ATTACK ACTIONS

Chain: +15 vs AC; 10 Damage



ABILITIES

Evil • Human

Reach 2

SPECIAL POWERS

Blood Siphon: +4 ⸸ Attack and +10 ⸸ Damage on its turn against a living target that is adjacent to this creature when this creature activates.

Devotee of Undead: +5 ⸸ Damage while in a warband with an Undead champion.

"Scripture tells us to seek the divine within, for the blood is the life. Show me your divinity!"

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62 Bone Naga

LEVEL 13 | AC 26 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Bite: +15 vs AC; 10 Damage AND ongoing 10 poison Damage (save ends)

❑ **Cone of Cold:** (large cone) +14 vs DEF (Fort); 30 cold Damage

Petrify: (range 5) +15 vs DEF (Fort); Slowed (save ends); if target is already Slowed, it is instead Petrified (save ends, see below).

ABILITIES

Evil • Undead

+4 DEF (Will)

Immune Cold; Vulnerable 10 Radiant

Resilient: Never considered Bloodied.

SPECIAL POWERS

Petrified: Affected creature is inactive, has Resist 20 All, and cannot score VP. This condition also ends if the creature that created it is destroyed.

Telekinesis: Replaces attack action: Slide nearest enemy or nearest ally 5 squares.

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93 Count Strahd Von Zarovich, Vampire

LEVEL 16 | AC 29 | DEF 28 | SPEED 6 | HP 75

ATTACK ACTIONS

Claws: +20 vs AC; 20 Damage AND this creature heals 10 HP

❑ ⸸ **Night's Caress:** +18 vs DEF (Fort); 40 necrotic Damage, 20 necrotic on miss

ABILITIES

Evil • Undead • Vampire

Unique. Immune Necrotic, Poison

SPECIAL POWERS

Bloodthirsty 5: +5 ⸸ Damage against Bloodied targets.

❑ **Gaseous Form:** Immediate, when this creature would be destroyed; it has 10 HP remaining instead. Place it in any victory area within 6 squares; if none is within range, or if this creature was already in a victory area, this power has no effect.

CHAMPION 3 ❑❑❑

Warband Building: All Undead creatures are legal in your warband.

• Use when this creature hits with a attack. The target of that attack takes +10 ⸸ Damage from all other ⸸ attacks until end of round.

• Use at start of round. Creatures in your warband have +4 Attack against Bloodied creatures until end of round.

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60 Devourer

LEVEL 13 | AC 27 | DEF 25 | SPEED 6 | HP 80

ATTACK ACTIONS

Claws: +18 vs AC; 20 Damage

❑ ⸸ **Trap Essence:** +15 vs DEF (Fort); Enervated (save ends); a Bloodied target also takes 40 Damage.

ABILITIES

Evil • Undead

Immune Confused, Poison

Reach 2

SPECIAL POWERS

❑ **Draw Close:** (range 5, enemies only) Minor action; +15 vs DEF (Fort); pull target adjacent to this creature. RECHARGE if no enemies are adjacent to this creature at end of its turn.

Devourers trap souls and consume them like firewood to sustain their profane existence.

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47 Displacer Beast Manhunter

LEVEL 9 | AC 23 | DEF 21 | SPEED 7 | HP 60

ATTACK ACTIONS

Bite: +14 vs AC; 20 Damage

⸸ **Tentacles:** (Reach 2) 2 attacks, +12 vs AC each; 15 Damage each

ABILITIES

Magical Beast

Beast Step: This creature moves up to 2 squares when it shifts instead of 1.

Conceal 11

SPECIAL POWERS

Humanoid Bane: +5 ⸸ Damage against Civilization targets.

Hunter 5: +5 ⸸ Damage while only 1 enemy is adjacent to this creature.

Displacer beasts will hunt nearly any creature, but some form a preference for a particular variety of prey.

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26 Duergar Slaver

LEVEL 6 | AC 20 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Branding Iron: +12 vs AC; 10 + 5 fire Damage

ABILITIES

Evil • Dwarf

Immune Poison

Conceal 6

SPECIAL POWERS

❑ **Invisibility:** Replaces attack action: 1 adjacent ally is invisible until after it has used an attack action or a special power.

Subcommander: If this creature has an ally with a higher Champion rating, treat that ally's Champion rating as 1 higher for determining initiative.

CHAMPION 1 ❑

• Use when an ally's ⸸ attack hits a Bloodied target: +20 ⸸ Damage on that attack.

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70 Gorgon

LEVEL 11 | AC 25 | DEF 21 | SPEED 5 | HP 85

ATTACK ACTIONS

Horns: +18 vs AC; 20 Damage

❑ **Breath Weapon:** (small cone) +15 vs DEF (Fort); Dazed AND Slowed (save ends both); if target is already Dazed or Slowed, it is instead Petrified (save ends, see below). RECHARGE when first Bloodied.

ABILITIES

Magical Beast

+4 DEF (Fort)

Immune Immobilized, Push, Pull, Slide

SPECIAL POWERS

Petrified: Affected creature is inactive, has Resist 20 All, and cannot score VP. This condition also ends if the creature that created it is destroyed.

Trample 15: Replaces move action: This creature can move up to its speed and can move through 1 Medium or smaller enemy's space and make an attack against that enemy; +15 vs DEF (Ref); 15 Damage.

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8 Graypeak Goblin Archer

LEVEL 3 | AC 15 | DEF 12 | SPEED 6 | HP 30

ATTACK ACTIONS

Sword: +6 vs AC; 5 Damage

Shortbow: (sight) +9 vs AC; 10 Damage

ABILITIES

Goblin

+4 DEF (Ref)

SPECIAL POWERS

Goblin Tactics: Immediate, when a ⸸ attack misses this creature; shift 1 square.

Volley: +2 Attack for each adjacent ally with Volley.

A goblin of the Graypeak Mountains fights more wars during its short lifetime than the number of wars the average human ever hears about.

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11 Inspired Shock Trooper

LEVEL 4 | AC 20 | DEF 16 | SPEED 7 | HP 35

ATTACK ACTIONS

Longsword: +11 vs AC; 5 + 5 acid Damage

❑ **Dissipating Touch:** Automatic hit; 10 psychic Damage

ABILITIES

Human • Psionic

Brought in when more mundane forces prove inadequate, Inspired shock troopers strike fast and hit hard.

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62 Nessian Warhound

LEVEL 13 | AC 24 | DEF 23 | SPEED 7 | HP 95

ATTACK ACTIONS

Bite: +16 vs AC; 20 + 5 fire Damage

❑ **Breath Weapon:** (large cone) +16 vs DEF (Ref); 20 fire Damage

ABILITIES

Evil • Magical Beast

Resist 20 Fire

Vulnerable 10 Cold

When the gates of Hell open, these devil-dogs lead the infernal charge of fiends into other worlds.

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51 Ogre Executioner

LEVEL 12 | AC 24 | DEF 23 | SPEED 6 | HP 90

ATTACK ACTIONS

Cleaver: +15 vs AC; 20 Damage

ABILITIES

Evil • Ogre

Reach 2

SPECIAL POWERS

Executioner's Blade: +4 Attack and +10 Damage against Bloodied targets.

❑ **Smite Good 10:** +10 Damage against Good targets.

An ogre executioner isn't very bright, but it kills whatever gets under its cleaver.

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20 Strahd Zombie

LEVEL 7 | AC 19 | DEF 19 | SPEED 5 | HP 40

ATTACK ACTIONS

Claws: +10 vs AC; 15 Damage

ABILITIES

Evil • Undead

Plodding: Cannot charge; cannot use more than 1 move action each round.

Resilient: Never considered Bloodied.

SPECIAL POWERS

Tough to Kill 11: Use when this creature would be reduced to 0 HP. Roll 1d20; on a roll of 11+, this creature has 5 HP instead of being destroyed.

"Mhuuuuuh!"

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27 Torturer

LEVEL 8 | AC 20 | DEF 19 | SPEED 6 | HP 65

ATTACK ACTIONS

Whip: +11 vs AC; 20 Damage

ABILITIES

Evil • Human • Martial

+2 DEF (Fort)

SPECIAL POWERS

Smite Good 5: +5 Damage against Good creatures.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

Threatening Advance: Immediate, when this creature's attack destroys a Bloodied target; shift 1 square.

"This is going to hurt."

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67 Tsucora Quori

LEVEL 14 | AC 27 | DEF 26 | SPEED 7 | HP 85

ATTACK ACTIONS

Pincers: +21 vs AC; 20 Damage

❑ **Recall Agony:** (sight) +16 vs DEF (Will); 20 Damage

Terrifying Sting: +19 vs DEF (Ref); ongoing 10 psychic Damage AND Dazed (save ends both). If target is destroyed by this creature's ongoing damage, this creature heals 10 HP.

ABILITIES

Evil • Aberrant • Psionic

+4 DEF (Will)

Psionic Envoy: 1 psionic creature of any faction can join this creature's warband. That creature's point cost counts as normal toward your warband's point total.

Reach 2

SPECIAL POWERS

❑ **Body Adjustment:** Minor action; this creature heals 20 HP.

Psionic Channeler: Adjacent Psionic allies have +2 Attack.

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62 Ultroloth

LEVEL 13 | AC 25 | DEF 23 | SPEED 6 | HP 55

ATTACK ACTIONS

Longsword: +17 vs AC; 20 Damage

❑ **Dark Suggestion:** (range 5) +14 vs DEF (Will); Dominated (save ends). RECHARGE if no enemy is within 5 squares at end of this creature's turn.

Scorching Ray: (nearest) +14 vs DEF (Ref); 15 fire Damage

ABILITIES

Evil • Demon

+4 DEF (Fort)

Resist 15 Acid, Poison

SPECIAL POWERS

❑ **Quick Cast:** Minor action; make a attack.

CHAMPION 3 ❑❑❑

- Use at start of round. Demon allies gain Hide until end of round.
- Use any time during your turn. One Demon ally makes an immediate attack.

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23 Bugbear Gang Leader

LEVEL 6 | AC 19 | DEF 18 | SPEED 6 | HP 60

ATTACK ACTIONS

Mace: +9 vs AC; 20 Damage

ABILITIES

Bugbear • Goblin

SPECIAL POWERS

Goblin Squad: +4 Attack against an enemy adjacent to a Goblin ally.

CHAMPION 1 ❑

- Use when an ally would be destroyed. That ally can make an immediate attack before it is destroyed.

Bugbear gangs grant leadership to a bugbear that shows both great strength and cunning.

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53 Caller in Darkness

LEVEL 12 | AC 26 | DEF 24 | SPEED F6 | HP 60

ATTACK ACTIONS

Darkness Calling: +15 vs DEF (Will); 15 necrotic Damage

❑ ❑ **Concussion Blast:** (2 nearest) +15 vs DEF (Fort); 20 Damage AND Dazed

Death Urge: (range 5) +15 vs DEF (Will); target makes a attack against itself

Steal Essence: (range 5, Bloodied targets only) Automatic hit; 20 necrotic Damage; if target is Stunned or Helpless, +20 necrotic Damage

ABILITIES

Evil • Psionic • Undead

Flight

Insubstantial; Phasing

Reach 2

Those who lose their lives to a caller in darkness are doomed to share its endless misery.

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24 Canoloth

LEVEL 7 | AC 21 | DEF 21 | SPEED 8 | HP 50

ATTACK ACTIONS

Tongue Lash: +12 vs AC; 15 Damage

Tongue Grab: +10 vs DEF (Fort); 15 Damage AND pull 3 squares

ABILITIES

Evil • Demon

Blind: Immune to attack actions and special powers with Gaze in their name.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Reach 4

They have no eyes, but they can still see you in the dark.

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7 Dark Talon Champion

LEVEL 2 | AC 16 | DEF 14 | SPEED 7 | HP 20

ATTACK ACTIONS

Maquahuitl: +7 vs AC; 10 Damage

ABILITIES

Lizardfolk

SPECIAL POWERS

Ally Bolstered: +5 Damage while adjacent to an ally.

❑ **Savage Frenzy:** Use when this creature hits with a attack; this creature gains +20 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 10 HP or fewer.

The Dark Talon lizardfolk spill forth from their swamp on a dark crusade of slaughter and destruction.

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13 Fire Mephit

LEVEL 4 | AC 18 | DEF 17 | SPEED F6 | HP 35

ATTACK ACTIONS

Claws: +9 vs AC; 5 fire Damage AND ongoing 5 fire Damage (save ends)

❑ ❑ **Flame Breath:** (small cone) +7 vs DEF (Ref); 10 fire Damage AND ongoing 5 fire Damage (save ends)

ABILITIES

Elemental • Fire

Flight

Immune Fire

Fire Healing 5: This creature heals 5 HP each time an effect would deal fire damage to it.

Nothing delights a fire mephit more than setting other creatures alight.

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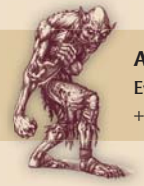
23 Gravetouched Ghoul

LEVEL 7 | AC 22 | DEF 18 | SPEED 7 | HP 50

ATTACK ACTIONS

Claws: +13 vs AC; 5 Damage AND Immobilized

Ghoul Bite: +10 vs AC; 10 Damage; if target is Immobilized, +10 Damage



ABILITIES

Evil • Undead

+4 DEF (Ref)

"Blessed" by Doresain, King of the Ghouls, gravetouched ghouls are among the most dangerous of their ilk.

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32 Intellect Devourer

LEVEL 9 | AC 22 | DEF 21 | SPEED 7 | HP 60

ATTACK ACTIONS

Bite: +14 vs AC; 15 Damage

ABILITIES

Evil • Aberrant • Psionic

+4 DEF (Will)

Blind: Immune to attack actions and special powers with Gaze in their name.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

❑ **Body Thief:** Use when this creature destroys an enemy with cost 50 or less. Remove this creature from the battle map and place the destroyed enemy in the square this creature occupied. This creature uses the destroyed enemy's printed statistics except for HP, which remains the same. Your opponent does not score VP for eliminating this creature until the replacement creature is destroyed.

❑ ❑ **Psi Shield:** Use when attacked by a , , or attack. Roll 1d20; on a roll of 11+, the attack misses.

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44 Large Black Dragon

LEVEL 10 | AC 25 | DEF 23 | SPEED F8 | HP 75

ATTACK ACTIONS

Bite: +16 vs AC; 15 + 5 acid Damage

Draconic Fury: 2 attacks, +14 vs AC each; 15 Damage each

❑ **Caustic Breath:** (line 10) +13 vs DEF (Ref); 20 acid Damage. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon

Flight

Resist 15 Acid

CHAMPION 1 ❑

- Use at start of round. Allies in any victory areas gain Conceal 6 until end of round.
- Use at start of round. If at least 1 enemy is destroyed during the round, score +10 VP at end of round.

Black dragons often let kills swell and putrefy for several days before consuming the rotten flesh.

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44 Redspawn Arcaniss

LEVEL 11 | AC 24 | DEF 22 | SPEED 6 | HP 45

ATTACK ACTIONS

Mace: +15 vs AC; 10 Damage

❑ ❑ **Fireball:** (radius 2 within 10) +16 vs DEF (Ref); 20 fire Damage, 10 fire on miss

Scorch: (nearest) +16 vs DEF (Ref); 15 fire Damage

ABILITIES

Dragon • Spawn

Resist 10 Fire

Vulnerable 10 Cold

Fire Affinity: Heals 5 HP for each creature that takes fire damage on this creature's turn.

"Go forth and burn hot and bright."
–The Scrolls of Fire

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43 Thrall of Blackrazor

LEVEL 11 | AC 23 | DEF 23 | SPEED 8 | HP 70

ATTACK ACTIONS

Blackrazor: +18 vs AC; 20 Damage

ABILITIES

Evil • Human

Unique

+4 DEF (Will)

Immune Confused

SPECIAL POWERS

Devour the Soul: Use when this creature destroys a living enemy; this creature gains +20 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 35 HP or fewer.

❑ **Haste:** Use on this creature's turn. Take 1 extra attack action; usable once per turn. RECHARGE when this creature destroys a living enemy.

A New Thrall: Use when a living enemy destroys this creature with a ⸸ attack; +14 vs DEF (Will) against that enemy; target immediately joins your warband and gains *Devour the Soul* and *A New Thrall*. That creature is considered activated for this round.

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27 Tiefling Warlock

LEVEL 8 | AC 22 | DEF 18 | SPEED 6 | HP 55

ATTACK ACTIONS

Soul Blast: +8 vs DEF (Fort); 15 Damage

Inevitable Blast: (range 10) +8 vs DEF (Ref); 20 Damage, 10 on miss if your warband outnumbers the opponent's warband

❑ **Price of Pride:** (range 5) +8 vs DEF (Will); 20 Damage AND 10 Damage whenever target's attack roll is natural 10+ (maximum once per turn) until end of battle.

ABILITIES

Tiefling

+4 DEF (Will)

"Your confidence will be your undoing, and every success like ash on your tongue."

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48 Vampire Dire Wolf

LEVEL 12 | AC 24 | DEF 22 | SPEED 8 | HP 75

ATTACK ACTIONS

Bite: +15 vs AC; 20 + 10 necrotic Damage

❑ ⸸ **Takedown:** +15 vs DEF (Fort); 15 Damage AND Stunned

ABILITIES

Evil • Undead • Vampire

+4 DEF (Fort)

Resist 10 Necrotic

Vulnerable 10 Radiant

SPECIAL POWERS

Ferocious: +2 ⸸ Attack against Bloodied targets.

Vampiric Bite: Use when an enemy is Bloodied or destroyed by this creature's attack. This creature heals 10 HP.

Its bite is worse than its bark.

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53 Werewolf Lord

LEVEL 12 | AC 21 | DEF 22 | SPEED 7 | HP 90

ATTACK ACTIONS

Claws: +15 vs AC; 25 Damage

⸸ **Tooth and Claw:** 2 attacks, +13 vs AC each; 20 Damage each

ABILITIES

Evil • Shapeshifter

Reach 2

SPECIAL POWERS

Cleave: Immediate, when this creature's ⸸ attack destroys an enemy; make a attack. Usable once per turn.

Scent: Use when attacking an adjacent enemy with Conceal. Roll an extra 1d20 against the enemy's Conceal and use the higher result.

CHAMPION 2 ❑❑

Warband Building: All Shapeshifters are legal in your warband.

- Use at start of round. This round, all creatures have +5 ⸸ Damage against Bloodied targets.
- Use before a creature makes a ⸸ attack roll against a Bloodied target. +4 ⸸ Attack on that attack.

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Unhallowed™ Rules Update Notes

The *Unhallowed* set introduces a few new abilities that are too long to be explained on cards.

Blindsight [range]: A creature with Blindsight ignores Conceal and can see invisible creatures within the stated range. If no range is given, the range is unlimited.

Dominated: The affected creature cannot use special powers, take immediate actions, or make opportunity attacks. When the Dominated creature is activated by its player, the opponent gains control of it and takes actions as if it were part of his or her own warband. On the Dominated creature's turn, the only attack actions it can take are basic attacks.

Minor Action: A creature can take 1 minor action during its turn in addition to 1 attack action and 1 move action. A minor action cannot be taken during another action. You can replace an attack or a move action with another minor action.

Specific Creature Clarifications

Large Astral Construct (18/60): The chosen Astral Construct Ability lasts until the end of the battle.

Thrall of Blackrazor (57/60): When this creature's A New Thrall ability successfully hits an enemy, immediately score VP for that enemy as if it were destroyed. It does not score VP again for being destroyed.